

AGE OF ADVENTURE

Heroic Deeds in Not-So-Ancient Lands...

Throughout the ages tales of heroes have been passed from generation to generation, first through the epic poems of the bards, later in written form, and now on floppy disks. The latter medium has one advantage: it allows you to become the hero.

You can take on the role of Heracles, the legendary strongman — or that of scores of other ancient Greek heroes, heroines, or mythical creatures — as you endeavor to complete twelve tasks assigned by Zeus. Or, as Ali Baba, you can wander through a labyrinth of passageways as you search for treasures and a kidnapped princess.

The Return of Heracles and Ali Baba and the Forty Thieves, two classic adventure games, will let you spend hours in heroic pursuits without the inconvenience of travelling to distant lands, smelling the breath of wandering monsters, or telling a Demigod he's standing on your foot.

The Manual

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Ali Baba and the Forty Thieves

THE STORY OF ALI BABA

Red shone the dawning sun over the terrorized dominion of Sultan Shahriar. Led by the cunning cutthroat Cogia Houssain, a merciless band of thieves had stolen much of the land's wealth. They had become especially daring of late, emboldened by the discovery of a secret cave which they had converted into their stronghold.

Ali Baba arose from a restless sleep and peered through the tent flap at the glowing orange sun. A dream of a mountain within a mountain and a beautiful princess faded quickly from his memory, leaving him with an empty, uneasy feeling.

The hot yellow sun baked the dusty road as Ali Baba emerged from his humble tent. As he started jogging toward the palace, Ali could not help thinking how glorious it would be to own fine weapons and serve in the Sultan's militia instead of serving as the Sultan's messenger. Maybe one day his chance would come. When Ali arrived at the palace, the Sultan was shouting in agitation, "May Allah have mercy on this wretched father, there are traitors in my midst. The Princess Buddir al-Buddoor has been kidnapped! Tell the elite corps immediately!" Ali Baba ran to do the Shahriar's bidding.

After spreading the sad news, he struck out on his own courageous search for the fair princess. Sometimes waiting in the safety of the green vegetation for danger to pass, sometimes running for his life, Ali survived numerous perils and found his way into the depths of the mountain. He entered a chamber pursued by a vicious beast, and dodged into a blind alley. Barely evading the beast's ravenous jaws, he scurried into another chamber, where, to his surprise, he found himself in the company of the princess. Her grateful embrace renewed his flagging spirits. Ali and the princess raced through the dimly lit passageways, pursued by thieves who had crept unnoticed into the chamber.

The sky was still blue as they burst into the outer world and the tunnel collapsed behind them. As the sun began to set, Ali Baba remembered in vivid detail what the Sultan had done with another messenger who had spent a night with the princess' younger sister.

The atmosphere turned a brooding indigo as they raced for home. From the deepening shadows came the distant cries of creatures of the night.

Deep violet clouds concealed their approach to town. Fearing the Sultan's cry of 'traitors,' Ali Baba hid the princess in his tent. But when the Sultan was told of the daring rescue, he richly rewarded Ali Baba for his great courage and wisdom.



INTRODUCTION

Can you do as well as Ali Baba did? He rescued the princess without harming a living thing (or allowing the princess to do so) and with no one else to help him. This is a very difficult way to win the game. If you succeed, you will receive the author's "personal congratulations."

It is easier to win if Ali Baba and those he rescues are permitted to fight during their search for Princess Buddir. If you choose this strategy, Ali Baba would do well to purchase good weapons as soon as possible. Ali Baba may also recruit additional characters to help him. In fact, he can even retire from the game himself, leaving the others to rescue the princess. You and your friends control the characters that are added, and if you wish you can reincarnate any characters that don't survive an encounter. Even a large group will find it challenging to rescue the princess. Initially, you will probably want to add only a few characters and explore Ali Baba's world in search of wealth, weaponry, and knowledge.

OPTIONS

Input method

When you insert the *Ali Baba* diskette, an option screen lets you choose between using the joystick or keyboard to play the game. (Consult your Reference Card for specific instructions.) If you select the keyboard, commands are issued by pressing a single key; there is no need to press **Return**. (You will, however, occasionally be asked to press the space bar when paging through long runes — text screens that provide hints or describe events.)

After you select the joystick or keyboard option, messages at the bottom of the screen will explain the appropriate rules. You can also page through long runes by using the joystick button rather than the space bar.

Starting or resuming a game

Once you select an input device, you will be asked whether you wish to **Begin New Game** or **Continue a Previous Game**. In either case, follow the instructions displayed on your screen.

Moving, resting, defending, attacking, seeing your lot, and other options

The first option screen appears as you press the **Joystick Button** or **SpaceBar** to start your adventure. The first option screen always appears at the beginning of your turn. Like Ali Baba's mountain within a mountain, the game provides options within options. The **Move** option, available in most menus, returns your character to normal movement mode when you are using one of the other option menus.





You can select **Attack** or **Defend** at any time during the first half of your move. You may **Attack** in one of four directions. Choosing the **Attack** option disables the **Move** option and presents four attack directions and an option to defend. Choose the direction of the opponent you want to attack.

If you select **Defend**, your character will adopt a defensive position, which reduces a character's chances of being struck by an enemy. As soon as a character moves half of the distance allotted to him, the **Attack** and **Defend** options are no longer available.

The option to **Rest** is presented only if your character is wounded and is not too close to a dangerous foe. A character has a fifty-fifty chance of recuperating after a rest. A character who is severely wounded must rest several times to regain full strength.

See **Your Lot** displays the current character's life force, wealth, armor, strength, speed, dexterity, and weapon capability. Pressing any key allows you to exit the display and select your move.

Other Options moves to the next set of menu options.

Dropping gold, dropping armor, retiring, or adding players

Drop Gold and **Drop Armor** increases your character's dexterity. Dropped armor cannot be recovered. You must specify how much gold a character will drop; dropped gold can often be picked up later.

The **Retire** option removes a character from the game, but doesn't save or end the game. You may later reinstate the character if you wish.

Selecting **Add Player** brings up a submenu that allows you to add a character to Ali Baba's entourage. Select the character's name to be added, or select the up or down arrow to scroll through the other characters. You can also select where the character will be added by toggling between **Add to This Room**, and **Ali Baba's Home**. Dead characters can be resurrected in this manner. You may play as many characters as you wish at one time and the game will not end until all characters in a party are killed.

Select the **Other Options** menu to move to the next option screen.

Changing difficulty, toggling sound, and saving the game

Change **Danger** and **Game Speed** if you want to make the game either harder or easier. The higher the **Danger** value, the more enemies you will encounter. The higher the **Speed** value, the faster the game will respond and more skill will be required in controlling your characters.





If you want to play the game in silence, select **Sound is On**. After turning off the sound, the option changes to read, **Sound is Off**. Selecting the option again would now turn the sound back on.

Select **Save Game** to save the current game. A further menu will appear asking you to select one of 16 game **Slots** in which to save the game. You will need a blank disk to use as a Scenario Disk; the *Ali Baba* program will format the disk for you. You can exit the save procedure by selecting **Move** from the save menu, or **Cancel Request** from the Format menu. (See your Reference Card for details on saving a game).

Select **Move** from the last option menu to return to the first.

MOVEMENT

When you are moving a character, you may continue moving until you do one of the following:

1. Move onto any object, such as a wall, for example (but not an illusion).
2. Move out of a room.
3. Move to any position where your neighboring enemies' strength exceeds half your own. A nearby enemy that is down on the ground will not stop you.
4. Move onto any conscious enemy.
5. Move the number of spaces that is your full running speed.
6. Select the **Stop** option.

Each character has his own running speed. However, if you are in hand-to-hand combat with an enemy (that is, your character and the enemy occupy the same spot), you will only be able to move one space at most. Your opponent may prevent you from moving at all. If you are next to enemies of sufficient strength to stop your movement, they will also prevent you from retreating more than one space.

You can only attack or defend if you move half of a character's normal running distance or less. If you move more than half your character's running speed, the game will assume you are running and will not allow you to attack or defend.

FIGHTING

Whenever one character attacks another, the game will figure out whether the opponents miss or strike their target and display the result at the bottom of the screen. If you're wrestling with an enemy, your relative strength is important. An unconscious foe is much easier to hit than one who is dodging blows. Large, slow beasts are easier targets than small, fast ones. The force of a blow depends on your weapon's power, your strength, and luck. Never hesitate to run away if it appears you'll be the loser in a fight. Dropping gold will sometimes help you make your getaway.



TRADING

When you locate and move into a trading outpost, you will be given an opportunity to purchase new weapons or armor. Each character carries two weapons, a dagger or similar weapon for hand-to-hand combat, and a sword, club, or axe for combat with a neighboring enemy (called melee combat). Each character has at most one suit of armor, which will protect against attacks but will reduce the character's dexterity.

Making purchases

You will occasionally have the opportunity to purchase weapons or armor. Select **Pay (price) for (weapon/armor)** if you wish to purchase the indicated object. If you have enough gold, the object will be sold to you. Your purchase will replace your current armor or weapon.

Select **Buy Something Else** to see what else the trader has for sale, or **No Sale** if your purchases are completed.



The World of Ali Baba

Dearest adventurer, let me tell you what I know of Ali Baba's world.

— The Friendly Mage.

THINGS

First, I will give you a gift of limited vision. When you enter a new area of Ali Baba's world, you will know the name of the place. A bright halo will illuminate the things around you as you look in their direction, and the names given to those things will appear before you. Mark them well, for once you have seen them several times I will point them out no more.

You will encounter foes and traps. They are relatively harmless as long as you are careful and do not enter the mountain. When you enter the cavernous depths, you will perceive new colors warning you of your increased danger.

Do not try to cross the borders of the land. The Sultan has built strong walls and the mountain rooms are hewn from granite. You can only hurt yourself hitting a solid wall. Watch for the speckled walls, however! Some of these are weak and can be destroyed by running into them repeatedly or attacking them.

Draw a map always, that you might see the order and pattern of this world and learn from it.

You will see rounded passages with strong oak timbers in a 'Z'-shaped construction. These doors must be bashed open. The stronger you are, the easier this will be. An open door looks like a rounded passage or a gap in the wall. Move through to the other side. You may not always be able to return the way you came, so plan to return by a different route if the need arises. Doors may slam shut after being opened. I have heard tales of invisible doors, too.

Treasure is usually guarded by monsters or traps, but you can buy valuable weapons and armor with it. Heavy loads of gold will slow you down. I have heard rumors of a magic pool from which you can drink to increase your strength and dexterity.

I suggest you read all of the runes you find. Their advice is usually worth the risk. Enchanted runes may disappear after you read them, sometimes with a dangerous fiery flash.

Look out for statues. Some are too solid to destroy but others can be toppled and smashed to bits by charging into them or attacking them. A few creatures can stand perfectly still and look just like statues. And as if that weren't

enough, there are illusions to confuse you. You can walk through any illusion without damage or hindrance. Many illusions will dissolve into mist as soon as they are touched. A favorite trick of magicians is to hide valuables beneath an illusion of empty space. For example, I know of one illusion of a statue concealing a treasure. You can grab the treasure by running through the statue and then back to claim the treasure now visible through the dispelled illusion's mist.

PLAYERS

You must know about the Sultan's elite corps of warriors. They are a courageous but varied bunch. There are 16 members of the elite corps and Ali Baba himself to help.

Humans

The humans have a good overall dexterity and strength. Their average running speed is 8. Most humans are well trained in the use of the scimitar and wreak great damage with it, but they are less powerful using their dagger in hand-to-hand combat. Thieves have had extensive training with their daggers and are usually more lethal with them than they are with their swords.

Abou Hassan is the only human who chooses to wear armor. He is considerably more dangerous with his sword than with his dagger. The armor slows him down to a dwarf's speed and hampers his dexterity, but the armor absorbs two points from each blow.

Bairam Medio is as average as any human can be. With no special talents, Bairam is well-balanced and generally a good man to have around.

Haroud El-Large is the strongest human. His sheer bulk slows him down and he is a bit clumsy. Although his sword is far deadlier than his dagger, he is known to often favor wrestling his foe. His strength makes up for his lack of dexterity in hand-to-hand battles with weaker opponents.

Scheherazade is extremely skilled, and can outrun any other human. She can often flee successfully from foes. However, her weakness makes it difficult for her to open locked doors, and a single strong blow can prematurely end her play. If forced to fight, she should avoid a wrestling match and hope to destroy her foe before an unlucky blow strikes her.

Elves

Elves have an average speed of 10. They are generally weaker but more skilled than humans. With their lithe movements, they have an uncanny ability to dodge attacks. Most elves prefer the use of a rapier, with which they can strike a foe frequently. However, the rapier does less damage than the scimitar. The elves have an intimate knowledge of anatomy which permits them to be more devastating with their carefully placed dagger blows than with their rapiers. However, wise elves will avoid wrestling with a strong opponent because their frailty hampers hand-to-hand fighting with all but the weakest foes. As partial compensation for their lack of strength, elvish artisans have developed a lightweight armor made of *rithmil*, which offers some protection without hampering movement.

Celegorm is the prototype of a well-rounded elf, average in all characteristics, including the usual elves' light rithmil armor.

Curufin has elected to use heavy elvish chain mail. It slows him down to a human's speed but absorbs 3 points of damage from each blow. Curufin is an otherwise average elf, with slightly lessened dexterity because of his armor.

Huan is the largest of the elves. He is slower and clumsier than others of his race. However, he wears light rithmil armor and is difficult to hit. His dagger is even more dangerous than his lethal rapier, and his strength adds to his skill in hand-to-hand battle.

Luthien is fast even for an elf, and can easily outdistance any other member of the elite corps. She is very dextrous but quite weak. Her strategy must depend on escape and luck more than on battle. She is a hard target to hit, like all elves, and wears light rithmil armor.

Halflings

Halflings are small but hardy creatures. They are difficult for foes to strike and their usual constitution permits them to endure many hard blows before they become weak. Once weakened, however, they never can be fully healed. They can easily keep up with the longer-legged humans. Although not terribly damaging with either a short sword or dagger, halflings handle both with great skill. Their relative weakness usually advises against hand-to-hand combat. Halflings would do well to purchase better weapons as soon as possible.

Cinder is moderately skillful, even with her two-point armor, although she is as slow as a dwarf. She is strong for a halfling and does well-remembered damage with her weapons.

Eldo is extremely dextrous but very weak, even for a halfling. With no armor, he depends heavily on his small size to avoid blows. A weak fighter, Eldo is often relegated to such chores as exploring unknown territory or drawing villains away from the main party.

Merrywater has average skill and strength for a halfling. She wears no armor and can keep up with an average human. Because of her low strength, she is usually most useful attacking a neighboring enemy who is wrestling with one of her friends.

Stilbo wears light armor, which makes him clumsy for a halfling, although still more skillful than an average human. He is stronger than other halflings and can deal some powerful blows with his weapons.

Dwarves

Dwarves are short, stocky, powerful creatures, but are not quick-moving. Their dexterity is generally low and their average running speed is only 6. Their expertise with the dwarvish war hammer makes them the most lethal of the elite corps when they do connect a blow. They do considerably less damage with their dagger blows, but will sometimes leap into a wrestling bout anyway because their great strength often gives them an edge in hand-to-hand combat. Their hardy constitutions make them even harder to kill than their strength would suggest, although resting cannot fully restore their health.

Jatte is the Sultan's strongest warrior. Only a few denizens of the mountain can outwrestle him. He does more damage with a blow from his war hammer than does any other member of the elite corps. Alas, his low dexterity makes such blows infrequent. His strength makes him a fearful hand-to-hand fighter, although his dagger does no more damage than those of the stronger halflings. Standing with friends, he can often repulse the advance of opponents and can usually leap onto any foe at will. His bulk makes him a slower-than-average dwarf.

Og is of average strength and skill for a dwarf. He wears medium-strength armor which slows him down slightly. Although not a very powerful dagger man, fair skill permits him to land some hefty hammer blows.

Thora moves at standard dwarf speed, even with her light armor. She is quite strong and not too uncoordinated. Like all dwarves, Thora prefers to attack a foe when he's down. It greatly improves her moderate chance of connecting a solid blow with her war hammer.

Ulva wears heavy armor to protect herself. She is the slowest of the elite corps, but can land ferocious blows. She is relatively skillful for a dwarf, and is very willing to wrestle with weak foes.

Other Humans

There are some other humans, not members of Sultan's elite corps, you may need to know about.

Abdalla is not a very powerful human and not too skilled. Having flunked training as a Sultan's guard, he is a much better fighter than Ali Baba, but is no more damaging than a weak halfling. He went off in search of his master Cassim, but has failed to return. If the thieves have not yet finished him off, he will gratefully help anyone who can rescue him.

Ali Baba is very dextrous, moderately strong, wears no armor, and moves at normal human speed. He is untrained in the martial arts and carries no effective weapons. There are legends suggesting that he will someday rescue a princess without ever attacking a statue or living thing, nor accepting help from one who would.

Morgiana is a very effective fighter. She is more skilled than any warrior of the elite corps. She is so agile that she is as difficult to hit as an elf or a halfling. Her strength is nothing to brag about and the force of her sword is moderate. In a wrestling match, she can find her opponent's weakest spots with a sly flick of the wrist. Sometimes a strong opponent can hold her off for a turn or two, but her dagger attack is devastating. She is being held prisoner in the mountain and will gratefully serve her rescuers.

Princess Buddir Al-Buddoor is the beautiful daughter of the Sultan. She is quite agile but frail. Please protect her from all attacks. She will fight for herself if forced to do so, but can do no more than scratch an enemy with her fingernails. Against even a lightly-armored foe, she is totally harmless. She is well hidden in the mountain. If rescued she will follow your guidance to safety.

Monsters

You will see a wide variety of creatures. Some are friendly and will fight your enemies for you. Others have been imprisoned and will thank you for rescuing them if you can find them. They will do whatever you wish thereafter. Some creatures do not want to fight and will run for the nearest door. Most creatures are protecting their territory and will fight anybody nearby who is not of their own species.

I will give you from my private library this Bestiary of the World.

Bear — Bears are awesomely strong and cannot be easily killed. Their blows are powerful, especially in hand-to-paw combat. Luckily, they are generally clumsy and slow. It is best to avoid them, and never advisable to allow yourself to be tackled by one. They are most disagreeable creatures.

Bull — Bulls are strong, especially ones with the Minotaur's blood in them, and are definitely unfriendly. They are best battled with a sword or avoided altogether. Finding the secret passage around the Minotaur will avoid bloodshed.

Crab — I know of a crab who pines for the seashore, and is likely to blame anyone it spots for its imprisonment. Although the crab is not especially powerful or damaging, its strong shell is very effective armor. The crab waddles slowly sideways.

Dragon — Dragons are very powerful beasts and are uncommon. Their fighting effectiveness increases greatly with age. Although they will never serve another creature, not all dragons are interested in attacking adventurers from the surface. They may be an invaluable aid to you.

Felines — Tigers, lions, and jackals are fast and dextrous. Their speed generally makes them difficult to hit, except for the larger lion. The tiger is the most skillful of the bunch, but the lion is the most damaging when it attacks. They owe an allegiance only to other felines and consider most other creatures part of their diet.

Greasies — Among the world's greasies are the Blob, the Slime, and the dreaded Oozing Stenchbeast. These are generally large and powerful occupants of the underground, known for their indiscriminate destruction of other creatures and their slow, messy propulsion. All of them are more dangerous when directly on top of you, and will attempt to engulf you as soon as possible.

Owl — Owls really have no desire to lose their lives in senseless battles, and will flee for the nearest exit whenever they see a warrior. Most owls are poor fighters, and are not very strong. They are acquainted with all secret passages and may show you the way through illusions to an invisible door.

Ram — There is an enchanted ram, made powerful and dangerous by the magic of the Sultan's late astrologer. His horns are more dangerous than the trampling of his hooves.

Rat — Rats are an all-too-common sight. The disgusting creatures are generally weak, slow, and not too dangerous. However, some rats are worse than others, especially the ones that dwell deeper in the mountain. Because of their small size, they are difficult to hit. Their weakness makes them fairly easy to dispose of if you are able to tackle them.

Scorpion — Scorpions are generally slow, but their poison can be deadly. They have only fair strength and dexterity and can often be eliminated before they are able to strike successfully. Their tough skins offer them some protection.

Statue — Statues come in many forms. Some just sit where they are and never do anything. Some will attack anything in range, and a few will attack your enemies and let you pass unharmed. The only thing common to all statues is that they never move.

Succubus — A succubus is a very attractive spirit who will attempt to get very close to you. In close contact, her touch is deadly. Not especially strong nor fast, she will try to lure you close with sly offers of treasure.

Sword — The enchanted swords you may see cannot be directly controlled. They act on their own, usually guarding special entrances or treasure. Most are ineffective at very short range, and can be destroyed if you are able to get on top of them. The Bane of Thieves is a sword specifically enchanted by the late astrologer to protect his personal hideout from the numerous thieves and other beasts that plagued him. On the astrologer's death, the Bane of Thieves mysteriously disappeared.

Rumor has it that it will return only when a pure-hearted adventurer is in dire need. It is the only sword capable of movement on its own.

Unicorn — The unicorn is a highly magical beast, friendly to the forces of good, and always ready to rid the world of evil. Never tameable, the powerful unicorns are extremely skilled and magically difficult to hit.

Wanderer — The wanderers are a series of semi-intelligent machines designed by Herr Grendel, a foreign inventor currying favor with the Sultan. They were meant to attack thieves and rid the Sultan's domain of villains. Unfortunately, the wanderers simply moved about aimlessly, attacking anything within reach. Grendel came up with three models, Sun Wanderer, Earth Wanderer, and Sky Wanderer, but he was only able to increase their speed, not their intelligence. When Sky Wanderer attacked the Sultan during a demonstration, Grendel and his wanderers were buried in an old mineshaft. Their current whereabouts are unknown. Their metal cases protect them somewhat against attack.

Wolf — A fast skillful fighter, the wolf is no friend of other creatures.

Zombie — A zombie is an undead corpse, animated by a necromancer, usually to guard a treasure. They are very slow and clumsy, but can be deadly if they are lucky enough to hit anyone. They are not known for their intelligence. Physically, they resemble the humans they once were.



The Return of Heracles

INTRODUCTION

The Return of Heracles translates the world of Greek mythology into modern electronics. Each player takes on the role of one or more ancient Greek heroes, a heroine, or even a winged horse. (These heroic characters are referred to generically as heroes, which is not meant to imply that they are necessarily male.) The heroes travel through the world of mythic Greece, earning fame and fortune, sharpening their skills, fighting strange beasts, and trying to satisfy the demands of Zeus, powerful father of heaven. A single player may control many heroes, who work together as a team. Additional heroes will be encountered during the game, and may be added to a party at any time. But be forewarned that a dead hero may not be reincarnated, that there are a limited number of heroes available, and that Zeus is not an easy taskmaster.

May the gods favor you!

OPTIONS

When you insert the *Return of Heracles* disk, a map of Greece appears. You are given the choice of starting a game or changing options. The standard game assumes you want to view the map of Greece and the playing instructions, start a new game, and control your characters using a joystick. Changing the options permits you to skip the instructions, continue playing a saved game, or use the keyboard to control your characters. If you use the keyboard to move characters and select options, pressing a single key will relay your instructions; you need not press CTRL or RETURN. Pressing the space bar is the same as pressing a joystick button. (Refer to the Age of Adventure Reference Card for further details on input devices for your computer.)

Moving your character

A display at the bottom of the screen invites each hero to Move or select another option. The hero moves through his world as you move the joystick or press the appropriate keys. (See the section on "Movement" for more information.)

The game's "camera" follows the currently active player into whatever room or map area they may visit. Thus if Ajax and Heracles are in a room and Ajax exits onto one of the sections of the Map of Greece, the computer will show the map with Ajax on it. When it becomes Heracles' turn, the "camera" will return to the room where Heracles remains so as to follow him. This allows heroes, or groups of heroes, to "split up" so as to attempt to perform two or more of Zeus' tasks in parallel.



The displays showing heroes are of two types:

- 1) Maps , which are titled "Northern Greece," etc., show the outline of the appropriate portion of Greece with symbols showing specific locations where heroes may seek adventure (See map, back cover) Some portions of Greece can only be reached by going through (i.e. landing on top of) these location symbols and surviving the perils within.
- 2) Specific locations, such as the temples marked on the maps, where you can seek information and advice. Sometimes a location contains still more locations within it: a temple within which there is a room within which there is a secret chamber.

If you choose not to move your hero, press the joystick button or the space bar to display his other options. A wounded hero who is not involved in a fight may **Rest** to restore his vigor; this option can only be selected before the hero moves. When the hero moves as far as his speed permits (see "Movement" for details on speed) or you select the **Stop** option, his turn ends.

Attacking and defending

Your hero can make himself a harder target for enemies to hit by choosing to **Defend** himself; this option is only available to a hero before he has moved more than half of his speed.

The **Attack** option may only be selected when the hero is close to an enemy, has an appropriate weapon, and has not moved over half of his speed. If there is a choice of enemies, you must select which foe to attack. A neighboring enemy cannot be attacked while your hero is wrestling with another opponent.

Checking your status

You may **Know Thyself** at any time during your hero's turn. A full verbal and numeric description of the hero's status is displayed. *Strength* affects the hero's ability to push open doors, tackle enemies, resist being tackled, fight in close combat with a dagger, and carry heavy loads of drachmae. *Vigor* is the hero's ability to survive damage; this quality rarely exceeds his strength. A hero with a vigor level of less than 3 falls unconscious and can only rest (vigor is restored primarily by resting). A hero dies when his vigor falls to 0. *Dexterity* affects the hero's likelihood of hitting an enemy and his chances of getting his turn before other heroes. *Speed* determines how far the hero can move in one turn. The hero's *weapons* may be poisoned and he may be especially skilled in using one or both of his weapons. Weapons vary in power and quality of workmanship.

Adding and deleting characters

The **Add Player** option permits you to call on the aid of additional heroes. You may choose the keyboard or any joystick plugged into your computer to control a new hero.

Each character you add to the game will appear in a predetermined location. Unlike Ali Baba, where you may decide to add them to the current room, you must bring all the heroes to a single spot in order to unite them into a coordinated party. This means learning where the various locations are in Greece (See map, back cover) so you can select an easy rendezvous point. Thus, if you have three heroes, they may all start in different locations. Each will have to fight his or her way to the rendezvous point. Once together, they'll travel as a group.

If you wish to relinquish control of one of your heroes, you may choose to have him **Desert**. You must confirm this drastic choice. A deserting hero remains in play, acting on his own with no human control, until he escapes from the currently displayed room or map area.

Changing display speeds

The **Change Monster Speed** option allows you to force the beings not controlled by players to move faster or slower. This does not change their strategy or the play of the game; it means only that you can play a faster game of *Return of Heracles*. Similarly, **Change Message Speed** does not affect the strategic play of the game, but enables you to play more rapidly or slowly by having messages appear/disappear at a different rate

Dropping armor or gold

Wearing armor usually reduces your hero's dexterity. **Drop Armor** if you want to increase your hero's dexterity before he moves but remember this increases the likelihood of being injured when an enemy attacks. Your hero may not pick up armor that has been discarded.

Large sums of drachmae slow your hero and may immobilize him. To restore his speed, **Drop Gold**. Any amount may be discarded and is usually preserved (less a few lost drachmae) on the spot. Dropping gold and permitting someone else to pick it up allows money to be transferred from one hero to another. If you drop some gold and then move away from a dangerous enemy, the enemy may stop to pick up the loot instead of attacking your hero, giving him another turn in which to escape. The **Drop Gold** option must be selected before the hero moves.

Saving and resuming games

Each time a hero gets his turn, you may choose **Save Game** before the hero moves. (You may continue to play the game after saving it.) *Return of Heracles* does not save games on its own disk, so you must provide a floppy disk on which to save the game; the disk need not be formatted. Be sure the disk you provide has no information on it you wish to keep, as *Return of Heracles* may destroy any information already on the disk. Up to nine games in progress may be saved; use additional disks to save still more games. When you select this option, carefully follow the instructions on the screen. To resume a saved game, insert the *Return of Heracles* diskette and follow the directions on the Options screen.

ORACLES

The **Oracle of Zeus** (See map, back cover) is the only place to discover the goals of *Return of Heracles*. Heroes must travel to the oracle and approach the sacred oak tree of Zeus, whereupon one of the twelve tasks is revealed. Zeus gives little information on how to accomplish the tasks but the **Oracle of Delphi** can be helpful. Heroes may consult the Delphic oracle at any time; be advised that her clues are more useful and less obscure when your hero contributes generously to her priests. The oracle gives advice on the currently assigned task of Zeus whenever possible. Otherwise, she may give advice on unrevealed and unaccomplished missions. If your heroes find a task too challenging, they may return to the **Oracle of Zeus** for a different mission, risking the wrath of Zeus but not death for such cowardice. Once the assigned task is performed, Zeus bestows another.

MOVEMENT

A hero's speed determines how many spaces he may run in a single turn over unobstructed terrain. In a given turn, movement may be restricted by the presence of enemies on or near a hero's spot, or by moving through doors or running into objects. Movement is slowed if a hero is carrying heavy loads of drachmae. A hero moving half or less of his adjusted speed may choose to attack (if appropriate) or defend. A defending hero is harder to hit than an attacking one. The effect of leaping onto a neighboring enemy depends mainly on a hero's strength. Persistence pays off. Many objects are activated by moving onto them, particularly doors and stores. The nature of unknown objects is usually revealed by attempting to move onto them.

BATTLE

A hero always uses his sword to attack a neighboring enemy, and his dagger or bare hands to wrestle with a enemy when they share the same spot. When the hero hits his foe, his strike force equals, on the average, his weapon power (as given in the **Know Thyself** option).

Some hits are critical, slipping past the armor of a protected foe or doing up to 10 additional points of damage to an unarmored enemy. The force of a blow is reduced by the foe's armor rating. If an attack succeeds in piercing the foe's armor and the hero's weapon is poisoned, it inflicts up to 8 additional points of damage.

To fight in hand-to-hand combat, your hero must move onto the opponent's space. This is easy to do when the foe is already wrestling, resting, or unconscious. Your hero has a 50% chance of tackling one or more standing foes whose combined strength equals his own.

TRADING

When a hero moves onto a store or a trading outpost, he can exchange money for goods or services. Most places offer either weapons or armor. Each hero may carry one piece of armor, a sword, and a dagger. New weapons or armor replace older ones. A hero skilled in the use of a particular weapon may have to retrain himself in the use of a more powerful weapon. Weapons vary in workmanship as well as in power. A cheap weapon breaks in combat



more often, while a fine weapon has a much lower chance of shattering when it strikes a foe.

Some stores specialize in enchanting or poisoning weapons and armor. Enchanting a weapon or armor never decreases a hero's dexterity or special training, but it is often quite expensive. Poison is less expensive but its effects are not lasting (poison wears off one out of three times that a blow is struck).

A few locations offer training for those who lack skills but not drachmae. Elis on the Peloponnesus has a training center where your hero can increase dexterity, strength, and weapon skills. On Mount Pelion, Cheiron the centaur offers valuable defense tactics in addition to standard strength and dexterity development courses. Heroes may also brush up on their weapon skills in the Port of Piraeus near Athens.

SCORING

Zeus tells you how well you are doing each time you complete one of his tasks, whether or not he has assigned the task. Each task is worth a certain number of points. Completing all twelve tasks earns you 5200 points. You earn a bonus by completing a mission with the loss of fewer than two heroes. If you suffer no losses, your bonus is 200 points; if you lose only one hero, your bonus is 100 points. In addition to the bonus for keeping your heroes alive and in action, you are awarded one extra point for each turn less than 200 it takes you to accomplish the task (counting from the beginning of the game or the completion of the last task, whichever occurred last). You can approach but never attain a score of 10,000 points. Zeus also gives a verbal rating of your progress, described under "Garlands" in the Glossary. The author has achieved a score of about 9500 points, and imagines that a score of 9650 might be possible with phenomenal luck. The Wild Olive Leaf Garland is awarded to scores of 9000 or more.

GLOSSARY

The following glossary is by no means a comprehensive list of the terms found in Greek mythology. Only those persons, places, and things that appear in *Return of Heracles* are included here. When pronouncing names, note that the final *e* and *es* are sounded, as in Penelope and Achilles. There are a few exceptions, such as Thebes, which has only one syllable.

Abas, Mount — Mountain in northwestern Africa.

Achilles — ("Lipless") Son of Peleus and Thetis; was well trained by Cheiron the centaur.

Acmon — Brother of Passalus.

Actaeon — ("Shore Dweller") Son of Aristaeus and Autonoe; took after his father in his skill at hunting.

Aeaea — Island of Dawn. Home of Circe.

Aeneas — Son of Anchises and Aphrodite. Cousin of Paris. Destiny requires that his royal line must eventually rule Troy.

Aellopus — A harpy.

Agelaus of Same — A suitor of Penelope.
Agrius — A centaur.
Ajax, Great — ("Of the Earth") Son of Telamon and Periboea; has skin toughened by the lion hide of Heracles.
Amphitryon — King of Troezen.
Amycus — King of Bebrycos. He fancied himself a great boxer.
Amymone — She was rewarded for her favors by Poseidon with a perpetual spring, now named Amymone, which waters the Lernaean Swamp.
Anchises — King of the Dardanians and friend of Troy. He fathered Aeneas with Aphrodite.
Ancius — A centaur.
Antaeus — Giant son of Poseidon and Mother Earth. King of Libya. He ate lions, enjoyed wrestling, and took strength directly from the earth.
Antenor — Brother-in-law of Priam. He betrayed Troy for half of Priam's treasure.
Antinous — Most shameless suitor of Penelope.
Apollo — Son of Zeus and Leto. God of music. He often said "Know thyself!" and "Nothing in excess!"
Arcton — Town on south coast of the Sea of Marmara.
Ares — Son of Zeus and Hera. God of war.
Argus — ("Bright") Odysseus' faithful dog.
Artemis — Daughter of Zeus and Leto. Goddess of the hunt and patroness of childbirth.
Asclepius — ("Unceasingly Gentle") Son of Apollo and Coronis; learned the arts of healing from Apollo and Cheiron. He is revered as the founder of medicine.
Asterius — Better known as the Minotaur.
Athene — Patron goddess of Athens. She sprang fully armed from Zeus' skull after he swallowed the titaness Metis.
Athens — Major Greek city-state. "Cradle of Democracy."
Autolycus — ("Very Wolf") Son of Hermes and Chione. He was a master thief.
Aventine Forest — A woods in Italy.
Bebrycos — Island in the Sea of Marmara.
Bellerophon — Son of Glaucus and grandson of Sisyphus. He was handsome, modest, and got along well with winged horses.
Briareus — Hundred-handed giant son of Mother Earth and Uranus.
Brontes — One of the Cyclopes.
Cacus — Huge, hideous, three-headed son of Hephaestus and Medusa. He was a shepherd in the Aventine Forest.
Cadmus — ("From the East") Son of Agenor and Telephassa; left Canaan in search of his sister Europa, who had been stolen away by Zeus disguised as a white bull. In Greece, Cadmus was counseled by the Delphic Oracle to give up his search.
Calydonian Boar — Ferocious, man-eating boar, terror of the countryside.
Carya — The beloved of Dionysus; she died suddenly at Caryae, whereupon he changed her into a

walnut tree. A temple built to Artemis and Carya features columns sculpted as female statues of Caryatids.

Caryatid — A nut nymph serving the goddess Car.

Cassandra — As a child, she fell asleep at a temple to Apollo and a sacred serpent licked her ear, giving her the gift of prophecy. See also Hector.

Castor — ("Beaver") Son of Tyndareus and Leda, brother of Clytaemnestra. See Dioscuri.

Cecrops — A king of Athens.

Centaur — A strong warrior with the body of a horse and the head and arms of a man. Centaurs were easily and violently affected by wine.

Cerberus — The three-headed hound of Hell born of Typhon and Echidne.

Charybdis — Voracious daughter of Mother Earth and Poseidon, she sucked in huge amounts of water thrice daily.

Cheiron — Immortal king of the centaurs, teacher of many Greek heroes at Mount Pelion.

Chimaera — Born of Typhon and Echidne. Fire-breathing goat with lion's head and serpent's body.

Chthonius — One of the Sparti.

Circe — Daughter of Helios and Perse. She was skilled in enchantments but had little love for mankind.

Cnossus — Capital of Crete. Minos had his palace here.

Colchis — City on east coast of the Black Sea.

Crete — Large island south of Greece.

Cyclopes — Children of Mother Earth and Uranus. A tribe of fierce and barbarous people with one large, round eye in the middle of their forehead.

Cygnus — Son of Poseidon and Calyce. A swan comforted him after his birth.

Cytisorus — An Aeolian shipwrecked on the islet of Ares.

Daedalus — A wonderful smith. He built a wooden cow for Pasiphae, a labyrinth for Minos, wings for himself and his son Icarus, a magic sword for Peleus, a dancing floor for Ariadne, and many other finely-crafted items.

Dascylus — Son of King Lycus of Mariandyne.

Deileon — Was lost and stranded while fighting Amazons with Heracles.

Deinus — Flesh-eating mare.

Deiphobus — Son of Priam and Hecabe. See Hector.

Delphi — Site of cleft in the ground from which vision-giving vapors arose.

Dercynus — Son of Poseidon. Liked to steal cattle.

Diomedes — King of Thrace who kept wild mares tethered with iron chains to bronze mangers, and fed them the flesh of his unwary guests.

Dioscuri — The inseparable brothers Polydeuces and Castor. Castor was a famous soldier and horse tamer. Polydeuces was the best boxer of his day. Zeus created the constellation Gemini ("The Twins") to eulogize them.

Dorceus — A hunting dog.

Drachma — The usual unit of money in Greece.

Dryad — An oak nymph.
Dryope — A very lovely nymph.
Echidne — Half lovely woman, half speckled serpent. She ate men raw and raised a brood of frightful monsters, including Cerberus, the Hydra, the Chimaera, Orthrus, the Sphinx, and the Nemean Lion.
Echion — One of the Sparti.
Elis — Town where most training for the Olympics took place.
Elysium — Realm of peaceful afterlife far to the West.
Endymion — ("Seduces Moon Man") Handsome and virile son of Zeus and the nymph Calyce.
Epidaurus — Peloponnesian town.
Erymanthian Boar — A fierce, enormous beast.
Erytheia — An island beyond the ocean stream.
Eumaeus — Faithful old swineherd; servant of Odysseus.
Euripides — Greek playwright. Described death as "Paying the debt which cancels all others."
Eurybatus — Brother or alias of Passalus.
Eurydice — A form of the moon goddess to whom males were sacrificed. A serpent ruler of the Underworld.
Eurymachus — One of Penelope's suitors.
Eurytion — Son of Ares and herdsman for Geryon.
Garland — A wreath or garland was presented to winners at the great Panhellenic games. No monetary award was given at these competitions, although the winner's city often lavished prizes and honors on their champions. Rewards offered in *Return of Heracles* begin with a word of encouragement and progress to a poem of praise, a decorative shield, a fine cloak, and an amphora of olive oil. Next comes a parsley garland, the traditional honor at the Nemean Games. A laurel garland was presented at the Pythian Games. The pine needle garland was presented at the Isthmian Games. The highest honor in *Return of Heracles* is the coveted wild olive leaf garland presented at the Olympics themselves.
Geryon — Son of Chrysaor and Callirrhoe. King of Tartessus (in modern Spain) and reputedly the strongest man alive. He was born with three heads, six hands, and three bodies.
Hades — Ruler of the Underworld. Brother to Poseidon and Zeus.
Harpy — A loathsome, winged, female creature fond of stealing and fouling food.
Hector — Firstborn son of Priam and his second wife Hecabe. Brother to Paris, Deiphobus, Cassandra, and Polites. Half-brother to Polydorus and Troilus. Champion hero of Troy.
Helen — Beautiful sister of the Dioscuri; loved by all Greek men, married to King Menelaus and abducted by Paris.
Hephaestus — Lame smith-god, husband of Aphrodite. He is ugly and ill-tempered but works with matchless skill.
Hera — Daughter of Cronus and Rhea. Jealous wife of Zeus with whom she spent a 300-year wedding night on Samos.
Heracles — ("Glory of Hera") Very strong hero, known to the later Romans as Hercules.

Hermes — Messenger of Zeus. God of shepherds. He never lies, though he does not always tell the complete truth.

Hesperides — An orchard in the far west given to Hera by Mother Earth.

Hippolyte — ("Of the Stampeding Horses") Daughter of Ares and Harmonia. Queen of the Amazons.

Hydra — Many-headed water serpent, born to Typhon and Echidne.

Ialebion — Son of Poseidon. Lived in Liguria.

Iolcus — Seaport home of Jason.

Irus — A sturdy Ithacan beggar, hired by Penelope's suitors to chase strangers from her home.

Ithaca — Island off northwestern coast of Greece. Home of Odysseus and Penelope.

Janus — Two-faced god of gateways.

Jason — ("Healer") Son of Aeson and Polymele; born as Diomedes, was called Jason by Cheiron the centaur, who reared him.

Ladon — Hundred-headed serpent offspring of Phorcys and Ceto. Guarded the golden apples.

Lamia — Born a beautiful daughter to Belus, Ruler of Libya, Lamia lost all her children but Scylla to a fit of Hera's jealousy. In revenge, she began to destroy the children of others. Her face, reflecting her cruelty, turned into a nightmarish mask. Now she lives by sucking the blood of young men while they sleep.

Lampon — Savage mare of Thracian King Diomedes.

Lavreion — Site of rich silver mines.

Leda — Mother of Helen and Polydeuces by Zeus, who ravished her in the form of a swan. Mother of Castor and Clytaemnestra by her husband Tyndareus.

Lelaps — Hunting dog.

Lernaean Swamp — Fed by the rivers Pontinus and Amynone, this swamp is the grave of many an unwary traveler.

Libya — Country in northern Africa.

Liguria — A country near present-day Marseilles.

Lycus — Exiled from Greece for plots against Aegeus, his kinsman, he became King of Mariandyne.

Lyre — A stringed instrument of Greece tuned to E, A, and B below middle C and D above middle C. In *Return of Heracles*, a brief melody will be played as you enter each new area. The melody will indicate the type of creature that may appear unexpectedly from behind some bush or rock.

Mariandyne — City on southern coast of the Black Sea.

Marmara — The Sea of Marmara is located north of present-day Turkey, between the Black Sea and the Mediterranean. It has outlets through the Straits of the Hellespont to the west and the Symplagades to the east.

Medea — Hecate's witch-priestess. Daughter of King Aeetes. Theseus drove her from Athens to Colchis.

Medusa — She had snakes for hair, huge teeth, a protruding tongue, and a face so ugly that anyone who saw it was petrified (literally).

Melampus — Pack leader of hunting dogs.
Megalopolis — Large Spartan city.
Melanion — Shipwrecked grandson of Aeetes, King of Colchis.
Melanippe — ("Black Stallion") Sister of Hippolyte and ruler of an Amazon city.
Melantheus — One of Penelope's suitors.
Memnon — Son of Priam's half-brother Tithonus of Assyria. Memnon led the Ethiopians in battles for Troy. He was black as ebony and the handsomest man alive.
Mestor — Illegitimate son of Priam.
Minos — Son of Zeus and Europa. King of Crete. Dishonored by his wife (see Pasiphae), he had Daedalus build him an inextricable maze, in the midst of which he concealed Pasiphae and the Minotaur. He threw other offenders into the maze also.
Minotaur — A monster with a bull's head and a human body. See also Pasiphae.
Naiad — A water nymph who presides over brooks and fountains.
Nape — Hunting dog.
Narcissus — Son of river god Cephissus and the blue nymph Leiripe. Because of his stubborn pride in his beauty, he rejected many lovers including Echo, who pined away for love until only her voice remained. Unable to embrace his own reflection in a pool, he took his life. From his spilled blood grew a white flower with a red center.
Nemean Lion — This offspring of Orthrus and Echidne is an enormous beast with an almost impregnable hide.
Nemean Woods — Wild, untamed woods in Peloponnesus.
Nephele — A grandmother centaur.
Obol — A small unit of Greek money.
Ocypete — A harpy.
Odysseus — Son of Sisyphus and Anticleia, named "The Angry One" by his maternal grandfather Autolycus.
Olus — Brother or alias of Passalus.
Olympus, Mount — Home of the gods.
Omphale — Queen of Lydia and mother of Tantalus. She bought Heracles as a slave and gave him his freedom after a year.
Oreus — A centaur.
Orion — Son of Poseidon and Euryale. A great hunter whose image was later placed in the stars by Artemis.
Orchomenus — Large forest.
Orthrus — Two-headed watchdog born of Typhon and Echidne.
Ostrakon — A piece of broken pottery used as a ballot in Greek public meetings. Used to vote for the exile of unpopular citizens, it is the source of our word "ostracize."
Palaemon — ("Wrestler") Son of Alcmene and Zeus (who impersonated Alcmene's husband Amphitryon); was powerful enough as a baby to strangle two serpents sent by the jealous goddess Hera.
Pamphagus — Hunting dog.

Paris — Son of Priam and Hecabe. Judged Aphrodite to be the fairest goddess and was rewarded with the love of Helen, who he abducted to Troy.

Pasiphae — Daughter of Helios and the nymph Crete. Minos, her husband, prayed to Poseidon for a sacrificial animal to come from the sea. When a beautiful white bull appeared, Minos kept it for himself instead. Poseidon punished Minos by making Pasiphae fall in love with the bull. She had Daedalus build a hollow wooden cow, in which she hid, to attract the bull. She later gave birth to the Minotaur.

Passalus — Ephesian son of Oceanus and Theia. He shared with his brother the reputation of being the most accomplished cheat and liar known to mankind.

Patroclus — ("Glory of the Father") Cousin and inseparable friend of Achilles.

Pegae — Beautiful pool on south coast of Sea of Marmara.

Pegasus — ("Of the Wells") Winged horse who sprang up from Medusa's dead body. Fathered by Poseidon.

Pelion, Mount — Home of Cheiron the centaur.

Peloponnesus — A large island-peninsula connected to mainland Greece by a narrow isthmus.

Penelope — Daughter of Icarius and the naiad Periboea. Wife of Odysseus, and faithful to him even through his twenty-year absence.

Penthesileia — Amazon Queen; daughter of Otrere and Ares. She sought refuge in Troy from punishment for having accidentally shot her sister Hippolyte.

Pephus — Birthplace of the Dioscuri.

Periphetes — ("The Cudgel-Man") A crippled son of Poseidon; killed wayfarers with his club.

Perseus — ("Destroyer") Fathered on Danae by Zeus in a dungeon, he was cast on the seas in an ark but was rescued and raised by King Polydectes.

Phereclus — Trojan shipbuilder.

Philopoemen — One of the last heroes of ancient Greece.

Phineas — Brother of Cadmus. He was blinded by the gods for prophesying the future too accurately, and was plagued by harpies.

Pholus — A centaur.

Phoroneus — Son of river god Inachus and the nymph Melia. First man to found and people a market town. First man to use fire, after Prometheus had stolen it.

Phrixus — Son of Athamas and the phantom Nephele. He escaped an unjust fate by flying to Colchis on a winged golden ram. His sister Hellen fell off the ram into the sea, giving her name to Hellespont.

Phyllis — A Thracian princess whose true love Acamas, son of Theseus, sailed the seas to fight at Troy. She waited for his ship to return, only to die of grief. Athene changed her into an almond tree whose rough bark Acamas embraced when he arrived the next day. The branches burst into flower.

Piraeus — Seaport connected to Athens by a walled avenue.

Podargus — Savage mare from the stables at Tirida.

Polites — Son of Priam and Hecabe. See Hector.

Polybius — ("Many Oxen") One of the last heroes of ancient Greece.

Polydeuces — Son of Zeus and Leda; adopted by Tyndareus. See Dioscuri.
Polydorus — Son of Priam and Laothoe. Priam's youngest and best loved child.
Pontinus, Mount — Source of water feeding the Lernaean Swamp.
Poseidon — Son of Cronus and Rhea. Lord of the sea. Carries a trident.
Priam — Son of Laomedon and Strymo. He was awarded the Trojan throne by Heracles and sired fifty sons to defend Troy.
Procrustes — Known as the "Stretcher," he lengthened or shortened his lodgers to fit his one bed.
Prometheus — Formed mortal men from clay and water. Athene breathed life into them. He also stole fire from the gods to give to man. Zeus punished him by having him chained to a pillar where a greedy vulture tore at his liver all day. Every night, in the cruel frost and cold, his liver would grow back again.
Pythagoras — Greek mathematician and philosopher. He is famous for his Pythagorean Theorem: "The square of the hypotenuse of a right triangle is equal to the sum of the squares of the other two sides."
Rhadamanthys — Son of Zeus and Europa. A just and upright lawgiver. Brother of Minos.
Roc — Giant predatory bird.
Sarpedon — Son of Zeus and Laodameia. Leader of the Lycians in support of Troy.
Saurus — A cruel bandit.
Scylla — Daughter of Phorcys and Lamia. Amphitrite, jealous of Poseidon's infatuation with Scylla, changed her into a barking monster with six heads, twelve feet, and a voice like that of a whimpering puppy.
Scythian Guard — Many Scythians were slaves in Athens. They were often given policing duties.
Selene — Lovely moon goddess.
Sisyphus — He told Asopus, the river god, about the abduction of his daughter Aegina by Zeus. Asopus awarded him with a perennial spring in Corinth, and Zeus sentenced him to death. Sisyphus conned Hades into handcuffing himself, and for some days nobody could die. After Ares released Hades, Sisyphus escaped Tartarus once again by deceiving Persephone. For his deceptions and life of robbery, he was sentenced to roll a large stone over the brow of a hill. Each time he gets close to the top, the stone rolls down again and Sisyphus must start over.
Socrates — Greek philosopher. He encouraged all men to "know themselves" and to question all knowledge.
Sparti — ("Sown Men") One of the men who arose when the teeth of the serpent of Ares were strewn on the ground.
Sphinx — Born of Orthrus and Echidne. Monster with lion's body, serpent's tail, eagle's wings, and a woman's head.
Steropes — One of the Cyclopes.
Stymphalian Marsh — Site of man-eating ibis-like birds whose sharp beaks can pierce a metal breastplate.
Symplagades — Narrow straits between the Sea of Marmara and the Black Sea.
Talos — A bull-headed bronze servant given by Zeus to Minos to guard Crete.
Teiresias — One day he accidentally surprised Athene in a bath. She laid her hands on his eyes and

blinded him but gave him inward sight by way of compensation.
Telemachus — Son of Odysseus and Penelope.
Tenes — Son of Cynus and Procleia. He was cast adrift on the ocean by Cynus after his stepmother falsely accused him of violating her. He landed at Tenedos which he later ruled. Tenes was an ally of nearby Troy.
Thebes — A city between Athens and Delphi.
Theron — Hunting dog.
Theseus — ("He Who Lays Down") Son of Aegeus (or Poseidon?) and Aethra; he was secretly reared in Troizen, far from his mortal father.
Thrace — Principality in northeast area of Greece.
Troad — Plains before Troy.
Troezen — Theseus was raised in this town.
Troilus — Son of Apollo and Hecabe. Fought for Troy but Achilles loved him. See also Hector.
Troy — Great city in what is now western Turkey.
Udaeus — One of the Sparti.
Virgil — Roman historian. Wrote "Yield not to disasters, but press onward the more bravely."
Xanthus — Man-eating Thracian mare.
Zeus — Son of Cronus and Rhea. He is the father of heaven and wielded the thunderbolt to control his quarrelsome family on Mount Olympus.



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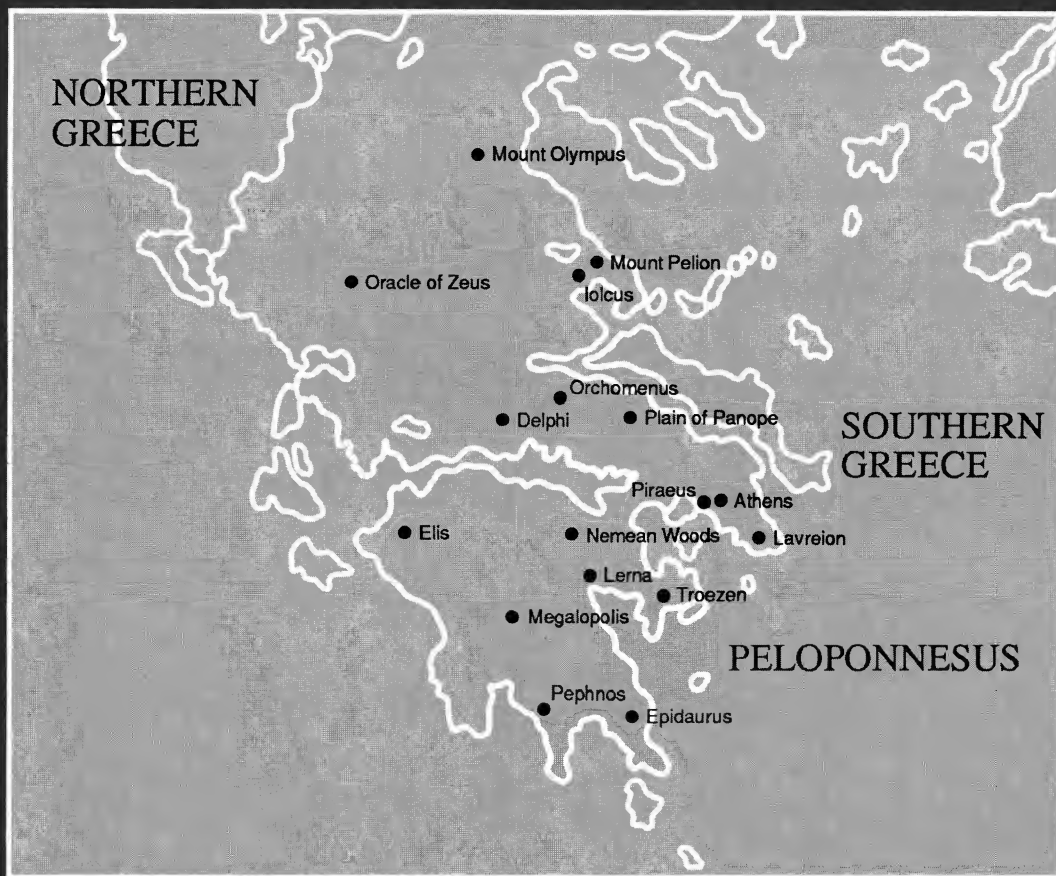
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